Aretopolis



Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40

Aretopolis

Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40

Aretopolis

Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40

Aretopolis

Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40

Aretopolis

Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40

Aretopolis

Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40

Aretopolis

Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40

Aretopolis

Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40

Aretopolis

Plane — Kephalai

When you planeswalk to Aretopolis or at the beginning of your upkeep, put a scroll counter on Aretopolis, then you gain life equal to the number of scroll counters on it.

When Aretopolis has ten or more scroll counters on it, planeswalk.

Whenever you roll {CHAOS}, put a scroll counter on Aretopolis, then draw cards equal to the number of scroll counters on it.

Christopher Moeller

™ & © 1993–2012 Wizards of the Coast LLC 10/40